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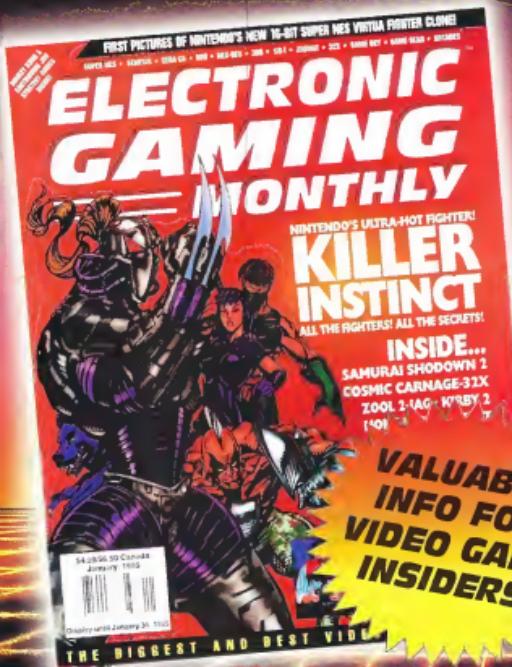
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# MORTAL KOMBAT



## KARTOON KOMBAT!

4

Mortal Kombat prepares to light up the small screen in an animated film on video cassette from New Line Cinema and Threshold Entertainment.



## BATTLEWAVE: FIRST LOOK

8

Kombatants deal with repercussions from the tournament in Malibu Comics' Battlewave.



## STINGING SCORPION™

14

"Get Over Here!" Listen to the secrets of the fire-breathing demon with a teleporting talent!



## THE SOUL OF SHANG TSUNG™

22

Defend yourself against the mystical evil wizard before he turns you inside out and steals your soul.



## DEFROSTING SUB-ZERO™

30

Turn up the heat on the icy ninja famous for throwing deadly snowballs as his secrets are shattered.



## WIPE OUT SHAO KAHN™

38

This mighty ruler of The Outworld may unbalance the furies unless you stop him. No problem!



## CONVERSATIONS WITH KUNG LAO™

40

What's it like to be Kung Lao? Find out in this real-life look at the Shaolin monk with the razor-sharp hat.



## MORTAL KOMBAT II AT HOME

42

Part IV of how MK II made the transition from the arcades to millions of homes. Plus: the inside scoop on the live-action commercial on page 46!



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PRESENTS

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# CARTOON KOMBAT

**Mortal Kombat  
animated  
special on home  
video brings  
tales of the  
Outworld home.  
by Mike Stokes**

**B**efore New Line Cinema brings the highly anticipated *Mortal Kombat: The Movie* to a theater near you in the Spring, an animated adventure into the Outworld will precede the motion picture, hitting home video screens this April with *Mortal Kombat: The Journey Begins*.

The scenario is one which Mortal Kombat fans are familiar with as the heroes from the hard-hitting Mortal Kombat video game explode onto the screen in this pulse-pounding animated adventure.

Earth's finest warriors have been strategically gathered by mystical forces to travel to a mysterious island to battle a demon sorcerer, Shang Tsung.

The mortals include Johnny Cage, a martial arts superstar trained by great masters from around the world who uses his talents on the big screen. His Dragon Fist films and the award-winning *Sudden Violence* have turned Cage into a box

office megastar. Although he agreed to enter the tournament purely as a means of publicity, his shallowness is overshadowed by his immense skill.

Sonya Blade, a member of a special para-military force of the U.S. Army, fights alongside Cage. After pursuing a villain, Kano, and his Black Dragon Clan to an uncharted island, Blade and her unit are ambushed by Shang Tsung's personal army. With her companions held hostage, Sonya Blade is forced into the tournament as the only way to save the lives of her troop.

The Americans are joined by the Order of Light monk and fisherman, Liu Kang. Once a member of the super-secret White Lotus Society, Kang left the organization in order to represent all Order of Light temples at the tournament. Throughout his life, he has heard rumors of the tournament, and he is aware of the evil behind it. He has entered the tournament to defeat Shang Tsung and return the tournament to its noble origins.

Guiding the mortals is Rayden, a mystical warrior who lives among the thunder clouds. His elemental powers make him a dangerous foe from both the land and air, and it is rumored that Shang Tsung personally invited the god to take part in



# BAT

the tournament, prompting Rayden to take on a human form to compete.

Joining Shang Tsung on the side of evil is the four-armed, half-human dragon warrior, Goro, and two Outworld ninja villains, Sub-Zero and Scorpion.

The 2000-year-old Goro has remained undefeated in Mortal Kombat for five centuries, and after defeating Kung Lao, a Shaolin fighting monk, he was named Grand Champion. During his reign, the tournament became corrupt as it fell into Shang Tsung's hands, and until Goro is defeated, that is not likely to change...and anyone who's faced Goro has not survived.

As these forces of good and evil collide, the tournament will end in a new era of goodness for the Outworld or a bleak and miserable future for Earth.

Known for their innovative films which include *The Mask*, *Teenage Mutant Ninja Turtles* and *Nightmare on Elm Street*, New Line Cinema promises to once again push the limits of possibility with advances in animated technology.

Loaded with wall-to-wall action, this revolutionary home video features sensa-





# MORTAL KOMBAT

## THE ANIMATED VIDEO

tional never-before-seen effects and 3-D computer animation so real, New Line boasts, you won't believe your eyes.

Producing the video will be Threshold Entertainment, which is also no stranger to innovation. Threshold's chairman, Larry Kasanoff, has previously headed the company which produced the special-effects laden film *T2* as well as serving as executive producer of *True Lies*.

Threshold entertainment pioneered *Mortal Kombat: The Journey Begins* by realizing that state of the art special effects commonly used for feature films and video games could translate to animation.

*MK: The Journey Begins* will be the first animated video in the world to feature two new kinds of cutting edge computer technology, one using the most advanced motion capture system in the world and the second called cel integration.

"For years, advances in computer-generated special effects technology have been applied to feature films, while animation has remained by comparison crude and hand drawn. We've gathered the most talented digital effects team and 3-D animators in the world to apply the best of what is traditionally regarded as feature film effects to the arena of animation," says Kasanoff. "And it's about time. The future of animation is in the computer."

Threshold has assembled the talent of Academy Award winning digital effects wizards R. Greenberg Associates West (RGA/LA), who has previously lent its talents to films such as *The Shadow* and *Demolition Man*.

Other contributors to the video include the cutting edge 3-D animators of *The Page Master*, Motionworks, Acclaim Entertainment's Motion Capture Studio, which is the most advanced in the world, and special effects guru Alison Savitch (*Dracula*, *Terminator 2*), who is also co-producing with Kasanoff.

A process originally designed for video games, motion capture technology uses a series of reflective sensors to capture the motion of actors with pinpoint accuracy. The data is then converted in the computer, and the motion is applied to the 3-D animated characters. *MK: The Journey Begins* will be the first film, TV or video project to be released that utilizes the technology.

"It's extraordinary," says RGA/LA director Joe Francis. "You direct actors in light suits in the motion capture studio, and what they do applies directly to the computer generated characters we created. After one take in the motion capture studio, we can use the computer to move the camera around them from any angle we want, 360 degrees, in an environment we also created in the computer."

Special effects masters RGA/LA constructed the Mortal Kombat characters in the digital realm and built full 3-D sets for those characters. RGA/LA then used Acclaim's motion capture system to animate those characters, which is how the flashback sequences in the animated special were created.

For the present day sequences in the special, Motionworks merged traditional cel animation, called 2-D, with 3-D computer generated backgrounds in a way that has also never been done before called cel integration. In effect, their graphic artists build sound stages in the computer and introduced animated characters into those sets.

"We don't draw backgrounds, we build sets," says Rick Melchoir, President of Motionworks.

Beyond that, even the traditional characters aren't done traditionally. Only line drawings of the characters in the present day sequences are done by hand, because Motionworks uses a digital ink and paint system to color them, shade



them, and place them in their environment.

"This will revolutionize animation," says co-producer Savitch.

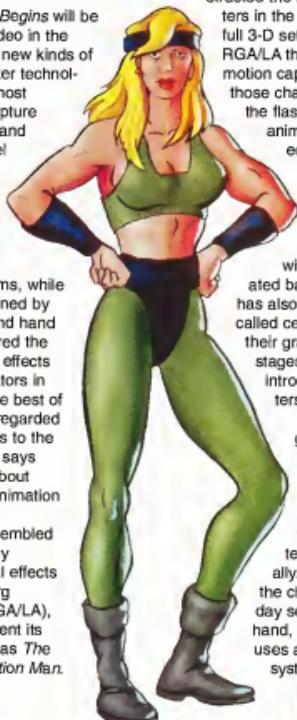
As a precursor to their feature film version of the blockbuster video game, New Line's *Mortal Kombat* video will undoubtedly build anticipation for the film.

"We firmly believe that this new adventure naturally transfers to home video and will be the ultimate launching pad for the company's highly anticipated motion picture," says Michael Karaffa, executive vice president of New Line Home video.

The video, which is aimed at a younger audience than the film (6-12 year-olds) will also provide an alternative to the movie as well as provide an option for parents to view the video with their children before deciding whether or not to spring for a ticket and popcorn.

For home audiences, *Mortal Kombat: The Journey Begins* will retail for \$14.98 and will be packaged with a discount coupon booklet for savings on other *Mortal Kombat* licensed products.

"We are thrilled that the first *Mortal Kombat* program made available to the home video marketplace is from New Line," says the president of New Line Home Video, Stephen Elinhorn.



# Kombat Live In Living Kolor

100

In conjunction with the upcoming feature film, a Mortal Kombat live-action tour will be launched in the Spring.

by David Fishof Presents, Inc.

Fishof, who has created successful tours out of the film *Dirty Dancing* and the television hit *American Gladiators*, says his 11-year-old son urged him to take on the project.

"He's crazy about Mortal Kombat," Fishof says, so when [executive producers] Larry Kasanoff and Danny Simon approached me and asked me if I was interested, my son said, 'Dad, it's the hottest thing in America!'"

The traveling show is the first of its kind to feature martial arts-style fighting and will combine it with weapons, illusion, special effects, magic, audience participation and state-of-the-art lasers.

"[Audiences] are going to see the finest in martial arts," Fishof promises. "They're going to see the most interactive, exciting show ever produced on a live stage."

In addition to the visual displays, the all ages show features a dramatic presentation of the story behind MK.

"They will see the story of Mortal Kombat, which is that mortal does not mean death, but it means human beings."



"fighting for what they believe in, it's going to be good versus bad," explains Fishof.

A 10-20 foot Goro will also appear on tour, along with a chance for fans to play Mortal Kombat on the largest video screen in the world.

Directing the 125-city production is respected Broadway director, Jeff Lee, who's credits include *Cats* and *Joseph and the Amazing Technicolor Dreamcoat*, and the 125-city tour will kick off at Radio City Music Hall on June 23 in New York City.

As the show makes its way around the country, two companies will simulta-



neously be touring, appearing in amphitheaters, arenas and at fairs, and an international tour will also visit South America, Mexico, Australia, Southeast Asia, Japan and Europe.

"It's going to play all around the world," beams Fishof, who is still getting calls from other countries.

"We're going to keep the tour going as long as it's successful. It's going to be a must-see for everybody. For children of all ages as well as adults."



# MORTAL KOMBAT: THE KOMICS

by Joe Fielder



# NEXT WAVE

Last year's *Mortal Kombat: Blood & Thunder* blasted fans and led to empty store shelves. Comic shop owners not only found vacuous space where *Mortal Kombat* had once been, but shelves were destroyed, doors unhinged. Anything barring fans from the comics simply found itself ... moved.

Writer Charles Marshall paraphrases, "It's been a big seller. It's been a big hit for Malibu."

Now, just when comic shops were recovering from the last brutal assault, comes the new six-issue series *Mortal Kombat: Battlewave*. We asked Marshall what fans can expect different from this new series than *Mortal Kombat: Blood & Thunder*.

"The first story had all the characters converging on the Island of Shang Tsung in the beginning of the story," Marshall says. "In *Battlewave*, they'll come together more slowly and a little more naturally. One of my favorite aspects of working on *Mortal Kombat* books and handling these characters is they interact with each other on a one-on-one basis, and more often than not, a conflict. We still need to do a big fight, but [what I really enjoy is] how it leads to the conflicts.

"Last year's story was a story of acquisition of power and dealt with what power meant to the different *Mortal Kombat* characters and how far some of them were willing to go to obtain it," he explains.

"*Battlewave* deals more with the choices we make and how they define us. Of course, this is *Mortal Kombat*, so the story's going to contain a lot of action and adventure, punching and kicking, deception and trickery—and bigger than life characters in situations that are completely out of control."

And now, Marshall tells, these bigger than life characters should have much more room to breathe in *Battlewave*.

"[And] there'll be much more variety of settings and the way the characters are

going to be worked in is going to be a little bit more fun. They're not going to be all packed in there together. This one's going to have a little bit more elbow room."

There should be some major changes in store for the Kombatants' lives once *Battlewave* hits as well.

"[*Battlewave*] deals with the aftermath of the actual *Mortal Kombat* tournament," Marshall explains, "and picks up some aspects from the book that Midway produced as well. Again, we're dealing in this series a lot with choices. Sonya Blade is going back after Kano, because the government is trying to get her involved in figuring out what happened on the island. All of a sudden they can't find it on any surveillance.

"After the tournament she's determined to find the island again, because she thinks Kano's gone back there. She tries to get Johnny Cage to help, and he's too wrapped up in his latest movie to be involved—she really lets him have it because of that.

"Part of the reason why she's so bent out of shape is because Jax gets beaten up pretty severely by a mysterious assailant, so it's gotten personal with Sonya. She can't believe Cage is going to turn her down, and he has to face exactly what's important to him."

And now that the tournament is over, what's the Order Of Light's golden boy doing with his time?

"Liu Kang is trying to stay as far away from *Mortal Kombat* as possible [as he tries] to pick up the pieces of his life. He's actually an art director in Chicago, and he tries to stay away from it. [But] this being *Mortal Kombat*, the action comes to him and is going to draw him back into that world. He thinks he's had it with *Mortal Kombat* when actually nothing could be further from the truth."

Concurrently on the murderous Outworld, an underground revolution is in the works—lead by the fan-wielding rightful ruler Kitana. And she's brought in Kung



Lao, Baraka and Sub-Zero to help her overthrow mighty Shao Kahn!

"We'll get to really see Shao Kahn for the first time," says Marshall. "He's been kind of a background player in the first series. Now he'll come to the forefront as this series' main villain—he's the big enchilada."

*Battlewave* begins with how the emperor Shao Kahn deals with Shang Tsung from *Blood & Thunder*.

"It's pretty nasty," Marshall promises.

What about everyone's favorite villain and god of thunder? Don't look for them to be present in the series for very long!

"Rayden and Kano will break off from this series to their own miniseries, but Kano is getting pretty roughed up himself as the Black Dragon clan isn't happy with his performance during Mortal Kombat."

Fans can expect Special Force commander Sonya Blade to succeed in one mission, only to run up against something more challenging.

"Sonya's going to end up going to the island of Shang Tsung by herself, because the government won't sanction her a Special Forces team to go," says Marshall. "She'll come face to face with Shao Kahn eventually, [and] that'll be a big turning point in the storyline."

## "Kano Is getting pretty roughed up himself as the Black Dragon clan isn't happy with his performance."



factor in this story. Some of the characters that aren't going to be broken out into their own one-shots or miniseries will step up and have bigger roles. What we try to do is give everybody a time to shine.

"Everybody's got a favorite character and everybody wants to see scenes with their character, and that's what we try to do, give everybody equal play.

"What I try to do is make sure all the various Mortal Kombat projects work together. If you pick up every single Mortal Kombat book, you'll get the whole scope, [and] you'll know all the little pieces of the puzzle. If you just follow *Battlewave*, you'll get a complete picture as well, but you'll just miss some of the extras. It's kind of a fun way to go about doing a project like this. It's huge in scope, but it all comes down to the little stories."

None of the major repercussions of the *Mortal Kombat: Tournament Edition* could leave many kombatants running in circles screaming, "It's 11:00 and we don't know where our four-armed Prince Of Pain is!!!"

Goro is still missing! Could he possibly reappear in *Mortal Kombat: Battlewave*?

"He's too good of a character to be completely left out of the mix," Marshall reveals. "So I wouldn't be completely surprised to see the Prince Of Pain before it's all said and done."

Rumors also abound of the MKIII secret characters Smoke and Jade appearing in *Battlewave*.

"There'll be some surprises. Smoke and Jade are going to show up in the *Battlewave* series; how big a role they have is still to be determined."

That's one rumor confirmed, but when asked about MKIII characters showing up somewhere during the series, Marshall responds, "I wouldn't go much farther than saying, 'Expect the unexpected.'"

Expect the basic framework of *Blood & Thunder*, where a character breaks off into another miniseries and meets up back in the *Tournament Edition*, to again be followed. This time however, not only will one miniseries be accompanying the main

series, several one shots will appear as well. In addition to the *Rayden & Kano* miniseries, Baraka, Kung Lao, and the terrible twosome of Kitana and Mileena together will receive their own one-shot comics.

Marshall explains how Rayden and Kano came together for their own miniseries. "Originally I'd thought about doing a Rayden series. I wanted to have other characters from the Mortal Kombat universe in there and it just turned out that Kano's role grew to the point where they



"[Sonya will] come face to face with Shao Kahn eventually, [and] that'll be a big turning point ..."

**"Rayden and Kano will break off from this series into their own miniseries."**



Everyone working on the book is keeping pretty tight-lipped about exactly how big of a factor anyone will play, but Marshall definitely has some ideas.

"I can't really go into how it's going to work, but she'll become a big player in this," he says. "I see her being a big factor in this story [and] Sub-Zero being a big

were really equal players. And then it appealed to me that Kano is such a low-down dog and Rayden is so much on the other scale, [that] I liked the dynamics of putting the characters together. They never really got a good face to face meeting in *Blood & Thunder*."

And Kano's role in the Mortal Kombat II

**"Liu Kang is trying to stay as far away from Mortal Kombat as possible ..."**



"[Goro's] too good a character to be completely left out of the mix."



video game factors in to why Marshall chose to spotlight him, as well.

"[Kano] doesn't get much play in the second game," he explains. "He's chained up so I thought he needed to get out and cause a little mayhem. I think there's more to him than meets the eye, I've always felt that."

Was Kidd Thunder what the other gods called Rayden when he was just a century old? Was Kano, through strange circumstances, born with a metal plate on his face? The origins of these characters puzzle fans, and Marshall may be doing some

detective work in the Kano & Rayden miniseries.

"What I was planning on doing was delving a little bit into his history," Marshall remarks, "what made him what he is and how he became this assassin with the headgear and all. That's fun. And I'd like to do a little of that with Rayden."

With so much going on with the Mortal Kombat series, one wonders what MK creators Ed Boon and Tobias think of how their children are progressing in the comics.

"Ed Boon and John Tobias are very much involved in okaying our storylines," Marshall tells. "They throw out suggestions and they're active participants in creating the [comic.] I mean, we're responsible for developing the stories and coming up with the plots but that's not to say that they don't have input."

After Battlevave, would Marshall like to do another series?

"I'd love to keep doing this for as long as people want to read about it," Marshall answers. "It's really been a terrific project. I just have a ball doing it and it's really been a great opportunity to tell some fun stories. These characters are like family to me ... only a little more crazed."



Sub-Zero will help Kitana in her plans to overthrow the mighty Shao Kahn.

And like Ebeneezer Scrooge was shown one of many possible Christmas futures, Marshall reveals the climax of Mortal Kombat: Blood & Thunder that could have been.

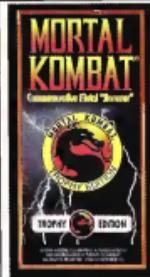
"I wanted to do the actual tournament—and then do seven different endings. [Actually do] seven different books for the last issue, where each different character got to win the tournament. But to deal with how that would've worked, it would've been a logistical nightmare and in the end we decided to go a different direction. But I thought that would've been a cool way to wrap things up. Then everybody could watch how their favorite character wins ... even Goro."

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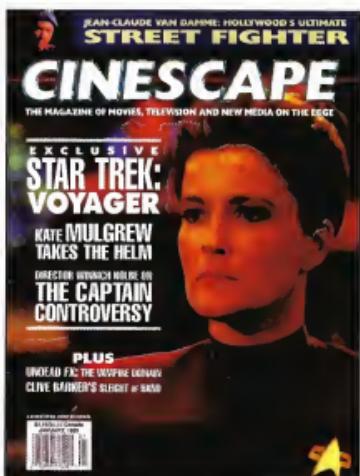
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# SCORPION

Should he die for a second time, Scorpion knows he will face a damnation far worse than the hell from which he arose.

However, the notion of an unavenged death at the hands of the contemptible Sub-Zero is completely unacceptable to him, and when Scorpion's hatred is fierce enough to overcome death, how can a mere mortal stand against him?

# SCORPION

Scorpion's spirit has returned to the living world, and vengeance is his ultimate goal!

For his mission of death, Scorpion comes armed with a fearsome spear and chain. The spear punches mercilessly through his enemies' chests, skewering their hearts, and then with the chain, the ninja hauls his helpless victims into his deadly clutches.

He relies on the weapon heavily, but not exclusively. The ninja is well trained in other methods of attack, including the art of invisibility.

Without warning, he will suddenly appear behind his foes, battering them without mercy. Woe to those who fall to Scorpion's force, for the fires of hell still rage in his body, and at the moment of death, those fires

will consume you.

At Scorpion's hands, the Lin Kuei met a horrific death during the original Mortal Kombat, and one would think Scorpion's soul would finally be able to find peace.

Balance demands, however, that Scorpion's mission of death be followed with a mission of life; therefore, Scorpion once again walks among the living. In his new phase of existence, he is again powerfully linked to Sub-Zero, but this is the brother of the original Sub-Zero, and not his arch nemesis.

Instead of pursuer, Scorpion now stands as Sub-Zero's protector, and the demonic agent of death stands as Earth's defender against the threats of the Outworld.



## SCORPION REVEALED!

COLOR:	Gold
QUOTE:	"Get Over Here"
MOVE:	Spear
FATALITY	Double Slice
FOE:	Sub-Zero
MOVIE:	Red Scorpion
COMICS:	Ghost Rider
ACTOR:	Clint Eastwood
FOOD:	Shish Kebab

### WHAT'S ON HIS MIND?

Why can't I go anywhere without Sub-Zero and Reptile wearing the same thing?



## A LITTLE TOASTY!



## DOUBLE SLICE



# THE HELL-SPAWNED SPECTRE RISES FROM THE PITS TO STALK SUB-ZERO...



## AIR THROW

Hold the block button while jumping to throw your opponent.



## TELEPORT PUNCH

Rotate down, down back, back and press high punch to teleport.



## SPEAR

Tap back twice and press low punch to let the spear fly.

## BASIC MOVES



## ONE-TWO SPEAR



This is Scorpion's most useful combo. It is extremely easy to do and does a lot of damage, but there are several points to watch to make it work. First, you must jump in deep, and if you hit the kick button late enough, you will land while your opponent is



still in the air. Keep in mind to tap back while jumping to have your Spear ready to launch. Once your feet touch the ground, hit low punch, and you will trap your foe with a two hit combo. Finish him off with an uppercut for maximum damage.

# THE “PITS”



Scorpion's Pit move is the same as Sub-Zero's or Reptile's: down twice, forward twice, and press block. It's easy to remember since it's common to all of the ninjas. Use it on all pit stages to replace a regular fatality.



The universal Dead Pool pit is performed the same for all characters. Hold low punch and low kick, and then jump in close to your opponent. Press down and high punch for the uppercut.



## FRIENDSHIP HK



## BABALITY HK

# FOLLOWING THE NINJA INTO THE DARK REALM OF THE OUTWORLD

## DEFENSIVE COMBO



This combo can really turn the tables on a jumping opponent. Give yourself enough space to do one standing high punch. As you deliver the single blow, start

tapping back for the Spear. Once the other player bounces into the air, keep tapping back and time his fall to land on the Spear. For a variation, after the HP, do a

Teleport Punch. Once again tap back for the Spear and have your foe land on it. This adds a little extra damage and it looks cool, but it's a lot more difficult to do.

## SUPER DEFENSE



For a true master only! To a jumping foe, perform a standing high punch to knock him into the air. Follow after him with a quick jump kick. Once you hit the kick

button, start rolling the joystick for the Teleport punch and quickly press the button. This must be done fast to catch the player on the other side. After your oppo-

nent recoils from the Teleport punch, tap back as you're about to land and catch him with a Spear. Reel him in and finish him off with a devastating uppercut.

# WHERE SCORPION CONTINUES HIS OWN UNHOLY MISSION

---

## QUICK KILLER COMBO



This is Scorpion's most popular combo. It is easy to do, and it starts with a turn around kick (sometimes called a neck kick where you jump over the player



and press kick). This strategic kick begins a chain of moves. After the kick lands, roll the joystick for the Teleport punch. As it hits, start tapping back for the



Spear. Once you touch the ground, let the Spear fly. After you reel in your opponent, finish off this destructive combination with a final uppercut.

## CORNER BOBBLE



Like his fellow ninjas, Scorpion has a cool juggling combo in the corner. Make sure your opponent is against the far side of the



screen, and jump in with a deep kick. Immediately pull down and press punch for two low jabs. This will keep him bouncing in



the air. If you're adventurous, you can stand up and do another high punch or go right into the Spear followed with an uppercut.

# GAME OVER



Realizing that the Sub-Zero he faces is not the one who killed him, he breaks his vile vendetta and becomes the new Sub-Zero's protector, in the third tournament.



UPON LEARNING OF SUB-ZERO'S REAPPEARANCE, SCORPION ENTERS SHAO KHAN'S TOURNAMENT. HE WITNESSES SUB-ZERO SPARE THE LIFE OF AN OPPONENT AND REALIZES THAT THIS IS NOT THE SAME SUBZERO WHO MURDERED HIM SO LONG AGO. HE LETS THE NINJA LIVE AND GOES ON TO DEFEAT THE OUTWORLDER IN THEIR UNHOLY CONTEST.



WITH THE DEFEAT OF SHAO KHAN, SCORPION DISCOVERS A NEW PURPOSE FOR HIS EXISTENCE. HE BECOMES THE GUARDIAN OF THE NEW SUBZERO TO ATONE FOR MURDERING HIS OLDER BROTHER AND IN PREPARATION FOR A THIRD TOURNAMENT.



# SHANG

Despite his grand designs and ages of planning, Shang Tsung nearly lost everything during the original Mortal Kombat. The wizard found it inconceivable that mere Earth fighters could disrupt his schemes ...

He should have known better.

Though the king of Kuatan demanded Shang Tsung's death, Tsung had already found a way out.

# TSUNG™

Tsung could return to the Earth realm, offering a challenge to the warriors of the first Mortal Kombat to partake in the second. Should they refuse, the Outworld will win by default. Of course, he didn't expect a refusal on the part of the mortals and really didn't want one.

Shang Tsung looks forward for his turn to humiliate and destroy those who thwarted his plans earlier.

To facilitate his evil plans, Shao Kahn restored Shang Tsung to the prime of his youth. Tsung can now stand toe-to-toe with any Kombatant he faces without losing a bit of his powers.

Tsung can magically transform himself into *any* of the Kombatants, and wield every bit of their weapons

and special talents. Any weaknesses can be exploited with the powers at his command, and all of their strengths will be Tsung's to use.

Even more frightening, Tsung is fond of drawing the life-force out of his foes, leaving nothing but a hollow carcass or entering opponents' bodies and rematerializing inside of them. Tsung's mystical powers give him a psychological edge over foes as they know that if they fall to him, a fate worse than death surely awaits.

If his plans are realized, Shang Tsung will have destroyed Kintaro, betrayed Shao Kahn, and trampled the Earth dimension. Amidst all the screams of pain and terror, the evil wizard's conquering laugh will be heard around the planet.



## SHANG TSUNG REVEALED!

COLOR:	Bone White
QUOTE:	"I'll Swallow Your Soul!"
MOVE:	Triple Fireball
FATALITY:	Soul Stealer
FOE:	Liu Kang
MOVIE:	Last Dragon
COMICS:	Yellow Claw
ACTOR:	Dick Clark

FOOD:	Oatmeal
-------	---------

## WHAT'S ON HIS MIND?

How many calories and grams of fat are there in a soul?

01 WINS 68 00 WINS  
SHANG TSUNG SHANG TSUNG



01 WINS 68 00 WINS  
SHANG TSUNG SHANG TSUNG



01 WINS 68 00 WINS  
SHANG TSUNG SHANG TSUNG



Be sure to hold block while doing this fatality, and release it when you press low kick.

## SOUL STEALER



03 WINS 70 00 WINS  
SHANG TSUNG SHANG TSUNG



03 WINS 70 00 WINS  
SHANG TSUNG SHANG TSUNG



03 WINS 70 00 WINS  
SHANG TSUNG SHANG TSUNG



Simply charge the high kick and release it right next to your foe to enter.



## INSIDE OUT

# AFTER LOSING CONTROL OF THE SHAOLIN TOURNAMENT, TSUNG...



# **FIREBALL**

**Tap back twice and press high punch to do a single fireball.**



## **2 FIREBALLS**

Tap back twice, and forward once  
for a double fireball.



## **3 FIREBALLS**

**Tap back twice and forward twice for three deadly fireballs**

# **BASIC MOVES**



# CHARACTER MORPHS

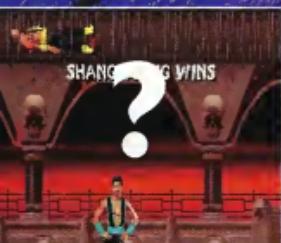


**BARAKA:** D,D, + low kick  
**CAGE:** B,B,D + low punch  
**JAX:** D,F,B + high kick  
**LIU KANG:** B,B,F + block  
**KUNG LAO:** B,D,B + high kick  
**KITANA:** Tap block three times

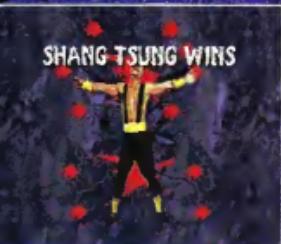


**MILEENA:** charge HP and release.  
**RAYDEN:** B,D,F + low kick  
**REPTILE:** hold block, U,U, D,  
release block and press HP  
**SCORPION:** hold block, U,U  
**SUB-ZERO:** F,D,F + high punch

# THE "PITS"



SHANG TSUNG WINS



Shang Tsung's Pit move is one of the most difficult to discover, because it only works on the Pit II stage and not the Kombat Tomb. It is also the toughest to do! Hold block, down twice, up, down.



The universal Dead Pool pit is performed the same for all characters. Hold low punch and low kick, and then jump in close to your opponent. Press down and high punch for the uppercut.



FRIENDSHIP <2><><> HK



BABALITY <><><> HK

# PROMISES SHAO KAHN TO LURE EARTH WARRIOR'S TO COMPETE

## KICK INTO FIREBALL



Jump in with a deep jump kick and start tapping back. Right after your kick connects, tap forward and press high punch. This will release a multi-fireball, and



depending on your timing, you can get your opponent to land on all three fireballs. The timing is very difficult, but at least you can hit him with one or two blasts.



The damage varies on how many fireballs you can get to connect, but anyone hit by all three will be severely damaged and vulnerable to a vicious attack.

## DOUBLE KICK



This two hit combo is extremely easy to do when using Shang Tsung. The other characters are able to do it as well, but some have a more difficult time. For Shang



Tsung, it is simpler because of his quick hop kick. To execute this move, jump in deep, but keep from pressing the kick button until the last possible sec-



ond. You will land before your foe does, so hold the joystick toward him to immediately jump and catch him with a kick to the feet that sends your foe reeling.

# SHAO KAHN RESTORES TSUNG'S YOUTH AND ALLOWS HIM TO LIVE

## DEFENSIVE ZONING



Unlike most of the other defensive strategies, this combination doesn't use a standing high punch to bounce opponents for a set-up. Instead, it uses the

triple fireball move to blast opponents three consecutive times. The key to this combo is to have the attacking player close enough and to properly time the

release of the triple fireball. If you release it at the right time, your foe will get hit by the first fireball and bounce along on the next two fiery blasts.

## DEFENSIVE COMBO



Shang Tsung also has a standard defense using a standing low punch. When a player jumps in at you, start tapping back for

the fireball. Pop him up with a low punch to save the high punch button for the fireballs. After he bounces up, tap forward

and press high punch to release several fireballs. It is hard to catch opponents with more than one but it is possible.

# GAME OVER

Shang Tsung doesn't stop with winning the tournament. He goes on to unbalance the furies and plunges Earth into eternal darkness. Have a nice day.

SHANG TSUNG NOT ONLY TURNS AGAINST AND DEFEATS BOTH KINTARO AND SHAO KAHN, HE ALSO TAKES OVER THEIR RULE OF THE OUTWORLD. WITH SHAO KAHN'S ARMIES AT HIS COMMAND, HE FINALLY UNBALANCES THE FURIES, AND WEAKENS THE DIMENSIONAL GATES BETWEEN THE OUTWORLD AND THE EARTH REALM.



ALONG WITH HIS ELITE GROUP OF SORCERERS HE USES THIS WEAKNESS TO MARCH A NEVER ENDING HORDE OF DEMONS INTO THE EARTH AND DOOM ITS INHABITANTS TO ETERNAL DARKNESS. HAVE A NICE DAY.



# SUB-

.....

**S**ub-Zero is dead!  
Long live Sub-Zero!

You could hear the whispers all through the Outworld. Sub-Zero, champion of the *Lin Kuei*, was presumed dead at the hands of Scorpion. Despite a strong showing in Mortal Kombat, Sub-Zero was still one of the many fatalities.

# ZERO

However, the icy ninja had a brother who possessed all of the powers and skills of the original Sub-Zero, and family honor demands that this new ninja take up where his brother's mission came to a fatal end.

As a result, Sub-Zero has sought out Liu Kang, Johnny Cage and the other survivors of the first Mortal Kombat. Alongside the veterans rather than against them, this young warrior has been chosen to compete in the new tournament, and protected by his slain brother's vanquisher, he intends to win.

As his namesake implies, Sub-Zero wields the power of a ferocious blizzard. Unwary foes will find themselves frozen solid and trapped in ice. Of course, Sub-Zero has no

compunction against striking the vulnerable fighter, shattering him like broken glass, never to be whole again. Sub-Zero's explosive ice-grenade also leaves opponents in pieces, but only two.

In a new twist, the Lin Kuei can also form a sheet of ice beneath a man's feet and take full advantage when his enemy loses his footing, while his own slide will bowl over most opponents. Though many of Sub-Zero's powers do not cause direct damage, they do allow him to set up some devastating attacks.

So let the others wonder how Sub-Zero returned from the dead, or why Scorpion hovers so closely. This brother has a matter of honor to settle and will not be denied.

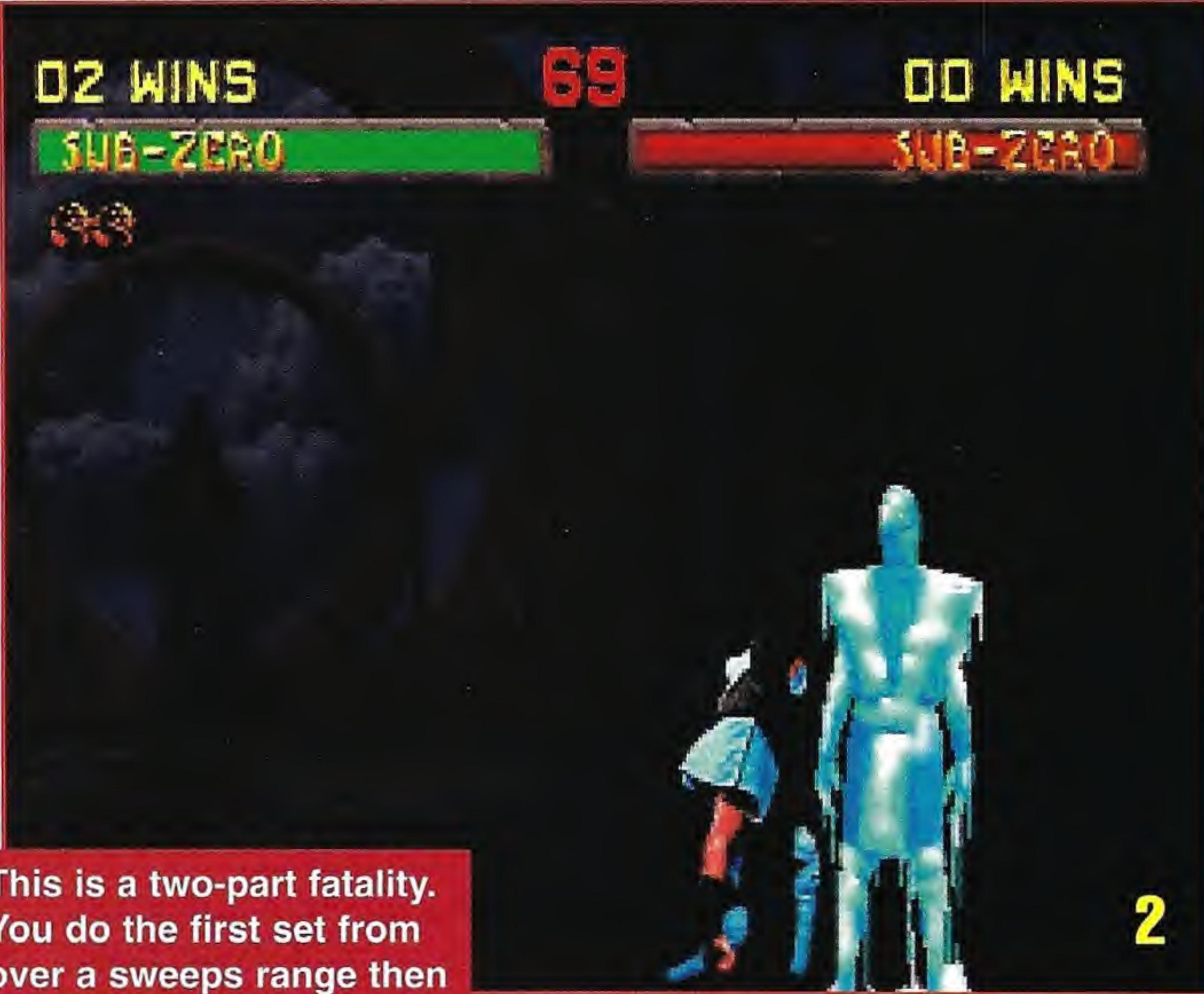


## SUB-ZERO REVEALED!

COLOR:	Blue
QUOTE:	Brrrr!
MOVE:	Ice Blast
FATALITY:	Deep Freeze
FOE:	Scorpion
MOVIE:	The Big Chill
COMICS:	Ninja High School
ACTOR:	Ice Cube
FOOD:	Popsicles

## WHAT'S ON HIS MIND?

Did someone leave a window open? It's like a freezer in here!



## DEEP FREEZE



## ICE GRENADE



# THOUGHT TO HAVE BEEN KILLED IN THE SHAOLIN TOURNAMENT,



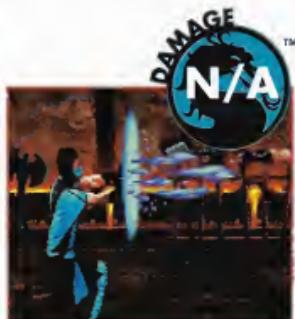
## GROUND ICE

Roll the joystick down, down-back to back and press low kick.



## SLIDE

Pull down back, and press block, low punch and low kick.



## ICE BLAST

Roll the joystick down, down-forward, forward and low punch.

## BASIC MOVES



## KICK OR SLIDE COMBO



From a deep jump kick, you have two possible combination moves. The first isn't very powerful, but it does look pretty cool. From the initial kick, do the Power Slide, and if you kicked deep enough, it will be a two-hit combo. The other option is a



ninja favorite—the double hop kick. From the first deep jump kick you will land first and can unleash another hop kick before the other player lands. The hop kick is easier for the ninjas to do, but the slide is still an easier option for some quick damage.

# THE "PITS"



Like his fellow ninjas, he has the same movements for the bit stages. Simply press forward twice, down twice and block. This is an easy one to remember because the other ninjas have the same move.



The universal Dead Pool pit is performed the same for all characters. Hold low punch and low kick, and then jump in close to your opponent. Press down and high punch for the uppercut.



## FRIENDSHIP

A graphic element consisting of two blue chevrons pointing left and right, and a circular logo containing the letters "HK".

## BABALITY

A graphic element consisting of two blue chevrons pointing left and right, and a circular logo containing the letters "HK".

# SUB-ZERO MYSTERIOUSLY RETURNS TO ASSASSINATE SHANG TSUNG...

## SIMPLE ICE COMBO



Sub-Zero has some of the easiest, yet some of the most damaging combos. This Low Ice Combo is a good example. The key is to get the first jump kick in

really deeply. If done properly, you can follow with a Low Ice, and opponents won't be able to jump out of it. After your foe starts slipping, you can do a sim-

ple uppercut. You can also chain in a few more moves instead of the uppercut, but it does less damage. Check out the variation below for a complete description.

## FANCY ICE COMBO



This is a variation of the combo above. It starts off the same with a deep jump kick into a Low Ice. After your opponent starts to slip, jump over him with a turn-around

kick to the back. Then as he falls back, use a Power Slide to finish off the combo. This is a fancy-looking combo since it has four moves, but it doesn't do as much

damage as the uppercut. It's only real purpose is to look classy while you're playing. If you want to do more damage, stick to the easy version shown above.

# TO DO SO, HE MUST FIGHT HIS WAY THROUGH THE TOURNAMENT

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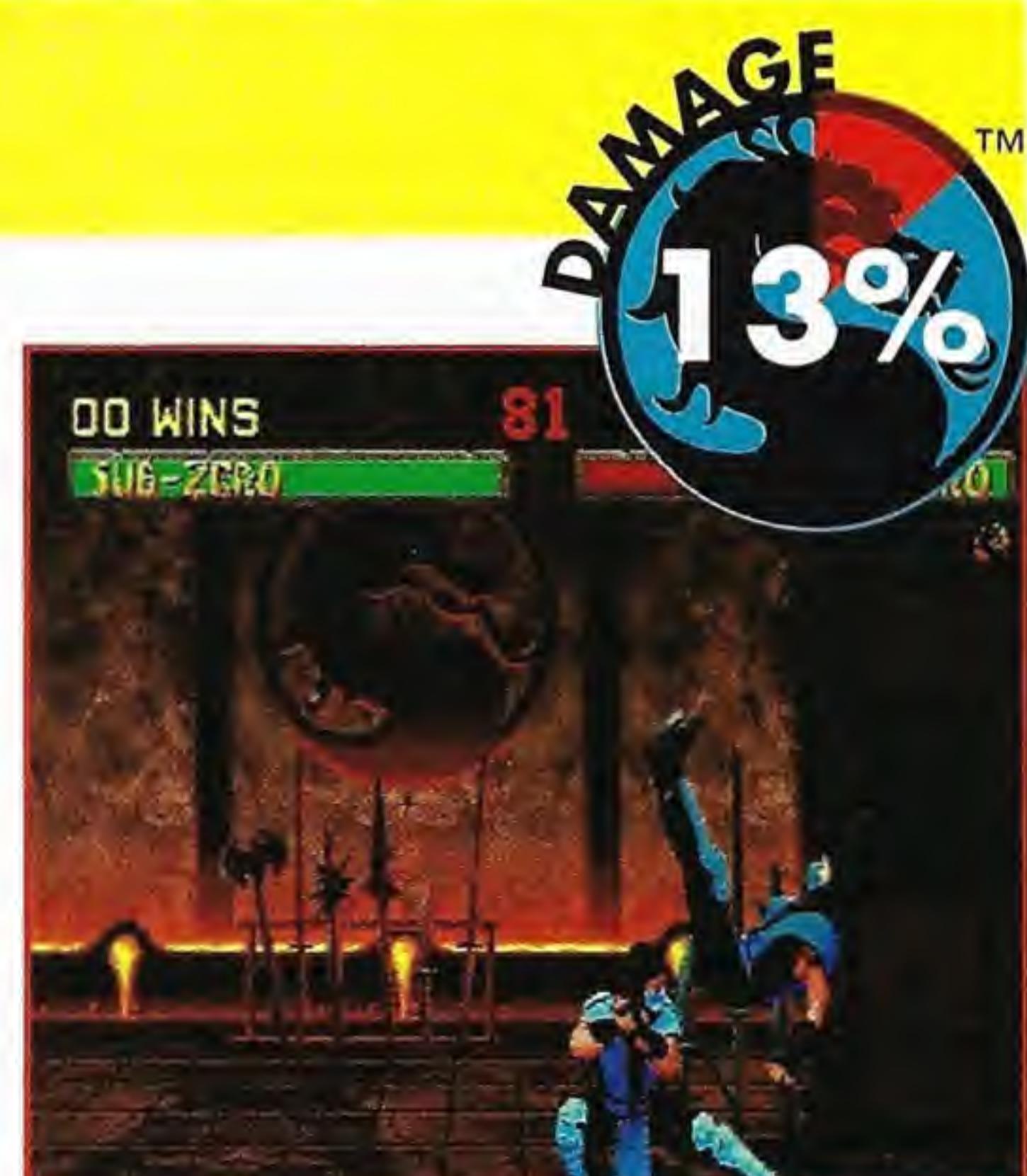
## DEFENSIVE COMBOS



Similar to his two variations of attacking combos, Sub-Zero has the same two options from a defensive combo. On a jumping enemy, do one or two standing



high punches to bounce him up in the air. After your opponent is airborne, you can chase after him with a hop kick to do more damage. Your other option is to



do a Power Slide and have your opponent land on it, but of course, this does a lot less damage even though it may be a bit easier to successfully execute.

## CORNER JUGGLE



Sub-Zero has other corner combos, but this juggle version that he shares with his fellow ninjas and Johnny Cage is the coolest



looking and does the most damage. From a deep jump kick, do two low-crouching jabs. Stand back up for one more quick jab if



you think you can handle it. Finish off the bouncing with an uppercut to teach enemies to stay away from the end.

# GAME OVER

This new Sub-Zero is actually the original's younger brother. He knows of Scorpion's vendetta and can't understand why his life was spared.

WHEN SUB-ZERO FAILED TO RETURN FROM THE SHADOK TOURNAMENT AND RUMOR OF SHANG TSUNG'S SURVIVAL REACHED THE LIN KUEI CLAN, THEY IMMEDIATELY SENT ANOTHER ASSASSIN TO COMPLETE THE TASK. THIS NEW WARRIOR IS ACTUALLY THE YOUNGER BROTHER OF THE ORIGINAL SUB-ZERO.



HE ENTERS THE OUTWORLD CONTEST AND ACCOMPLISHES HIS TASK. HE LEARNS OF SCORPION'S FOUL VENDETTA AGAINST HIS BROTHER BUT WILL NEVER KNOW WHY HIS LIFE WAS SPARED. PERHAPS A THIRD TOURNAMENT IS IN HIS FUTURE?

# HOW TO BEAT



Shao Kahn can be stalled with leg sweeps while waiting for a taunt.



Shao Kahn will eventually run into Jax's continuous run of high kicks.



Shang Tsung's firepower can be too much for Kahn to handle.



Kahn will usually run into most challengers special moves.

# SHAO

If you survive the Mortal Kombat tournament... If you defy the odds and defeat Kintaro...two very big "ifs," there is still one great challenge that awaits.

You must face the one being with the power to keep Goro, Kintaro and Shang Tsung as his servants. You must face the leader of all that is evil in the Outworld, Shao Kahn.

Ever since the end of the first Mortal Kombat, Shao Kahn has been bidding his time to initiate a dastardly plan in which he will gain total dominion over not only the Outworld, but the Earth dimension as well. He will then pose a challenge that even the Elder Gods will fear.

To succeed, Shao Kahn's forces must eliminate all challengers, and he vows to let nothing prevent his victory—even if he is forced to intercede himself.

The Emperor of the Outworld brings awesome power to bear against Earth's defenders. His mystic fires can be channeled through a spear of force. He is an overwhelming physical presence, yet his moves with blinding speed to attack his opponents.

Even with his flashy moves, however, this giant will be more than satisfied to abandon his trickery in favor of planting a huge footprint on the face of anyone who would dare to stand in his way—over and over again.

Shao Kahn does have a vulnerable



spot, however, which can be exploited to give a challenger the upper hand; He can be terribly overconfident and will often stand unprotected, daring you to try to hurt him. If you time your attack just right, you may be able to give him exactly what he's asking for!

Little does Shao Kahn know, however, that his defeat may come from within. His "devoted" minions have developed plans of their own. Should Kahn wish to maintain his power, he'd better watch his back!

# KAHN

**S**hao Kahn is your final challenge, but have no fear, because the worst part of the tournament is already behind you. Kahn is not anywhere near as tough to topple as Kintaro, and he has a lot of pre-dictable moves.

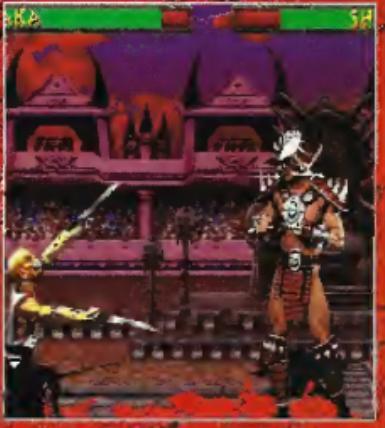
Known to be fond of taunting his opponents throughout the round, Shao Kahn leaves himself open to any type of attack. His two main weapons are a deadly green spear and a powerful shadow shoulder charge similar to Johnny Cage's shadow kick.

The easiest way to beat Shao Kahn is by doing short hop kicks. After you land on the behemoth, continue hop kicking toward him, and he will stop blocking to try taunting you. When Shao Kahn begins this mental warfare tactic, pay no attention and move in for the kill.

If his boasting does get to you, remember the old Outworld saying: A fireball or sai can put out an eye, but taunts will never hurt me.

## Shao Kahn's Big Mouth

The great Shao Kahn leaves himself open to attack when his majesty runs off at his royal mouth. If you can keep your wits about you, however, you can get in a few good shots on your way to victory as the Outworld emperor attempts to taunt you into submission.



Despite his position as ruler of the Outworld, Shao Kahn doesn't have much of an arsenal. Aside from his sharp tongue and salty language, the behemoth relies mainly on his green spear and a devastating shadow shoulder charge. His bark is much worse than his bite, however, as these weapons are easily countered.

W ouldn't it be cool to board an airplane, and as you walk past the cockpit on your way to your seat, you look in and see Captain James T. Kirk in the captain's seat?

How about walking into a convenience store and seeing Beavis and Butt-Head standing by the slushy machine eating nachos?

Or even better ... what about going to a martial arts tournament and seeing Kung Lao and Johnny Cage duking it out in front of hundreds of screaming fans?

Well, I guess that wouldn't be so amazing since it already happens in real life every once in a while at competitions like the National Martial Arts Tournament.

"When we compete people really get into it," Tony Marquez (Kung Lao) says, "especially the younger competitors and audience, because they're all aware that Kung Lao and Liu Kang and Johnny Cage are at that tournament competing, and we compete in the same division."

Unfortunately, Kung Lao says that they do not wear their Mortal Kombat costumes while competing, but he has been known to make appearances in character.

"I'll do stuff like that and once in a while at a martial arts tournament, because there's a big following with Mortal Kombat," he explains. "A lot of the younger martial artists in the tournament really know and enjoy Mortal Kombat."

Long-time friendships with MK actors and 15 years of Bruce Lee-inspired experience in Wu-Shu, a Chinese martial art which he also teaches, enabled Marquez to take part in the game.

Marquez has also worked as a stunt-fighter and can be seen doing stuntwork for Leonardo in *Teenage Mutant Ninja Turtles III*.

"The person who played Johnny Cage was the one who introduced me to John [Tobias] and Ed [Boon], and then John videotaped me one day," Marquez recalls. "They knew I had done other things before that time ... so they asked me to participate."

Taking part in a video-game as one of its characters was an opportunity that Marquez looked forward to, and he was pleased with the final results of seeing himself on-screen.

"I thought the quality of the graphics was much better than in the first game," he says. "I was really excited about how the character looked and everything."

He was a little less excited, however, about seeing his image suffer the disas-

# The Kat i

by Mike Stokes

A look into the private life of Mortal Kombat II's Kung Lao

# In the Hat



TM

trous effects of a fatality for the first time.

"That was a little disturbing," he laughs as he recalls the incident which took place in John Tobias' and Ed Boon's Midway office.

"The first time I saw my character being played, I didn't know how to play the game. There was another person in there, I think it was the person who played Liu Kang, and we were fighting," he tells, "and he totally demolished my character!"

"It was disturbing, because it's really not like fighting at all. It's pressing buttons and knowing how the game plays as opposed to how you actually fight, like moving around and knowing how to throw a combination from your fist and your hands as opposed to knowing what button combinations to push, so I felt really helpless."

That incident seems to have scarred Marquez as he's still reluctant to match his Mortal Kombat II skills against many challengers out in public.

"I don't play the game too much in the arcades, because I can fight to a certain degree, but it's pretty frustrating to have my character beaten by an eleven year-old," he jokes.

Marquez is a fan of the game, however, and appreciates how it holds true to many martial arts moves and combines them with fantasy moves.

"The game has enough real martial arts that it looks like real martial arts," he explains.

"[The MK actors are] all pretty young," he continues. "Most of us are in our mid-twenties, and we grew up on video games and watching superhero movies, [so the moves are] not so outlandish to see."

When Marquez is not competing in tournaments or teaching martial arts, the Northeastern Illinois University physical education graduate can be found at the Lake Shore Athletic Club in Chicago where he works as the club's athletic supervisor, or at home with his wife and 3-year-old son who instantly recognizes his father on the home version of MK II.

"For awhile, I had the costume here in my house and he'd always want to play with the hat on," Marquez laughs. "He thought he was Kung Lao. Originally, the arm band was just a little more than tin foil, so we'd get some aluminum wrap and put it on his arm. He'd be happy, he'd be Kung Lao."

With Marquez poised to reprise his Kung Lao role and a new character for MK III, his son may be seeing a lot more of his Outworld father in the near future.

# USHERING IN N



# MORTAL FRIDAY

## Manufacturing Kombat The Hit Comes Home part IV

by P E R R Y R O D G E R S

By now you have probably either bought Mortal Kombat II when it was originally released on Mortal Friday, September 9, or received it as a holiday gift from a really cool relative (like my Grandma Lenore), or are about to lay down your Christmas booty to get it.

However you got hold of it, it was a good choice, and much appreciated by Team Kombat, the Sculptured Software team that developed the Super NES version of the game.

If you have been with us these past three issues, you know by now that the work involved in squeezing the arcade

game into a small cartridge while maintaining quality standards, making deadlines and meeting players' high expectations was almost as nasty as Liu Kang's Dragon Fatality.

While the battle to get the game developed on time has been won, however, the war is far from over. There are many steps and coordinated efforts that have had to come together before the initial launch of the product on Mortal Friday, the most immediate of which is the manufacturers' (Nintendo and Sega) approval of the game.

As the manufacturer of the Super NES





Cage and Baraka fight it out for the last copy of Mortal Kombat II at their local game store.

hardware, Nintendo requires that companies that publish software for use on the SNES submit the game to Nintendo for approval to be manufactured. In this way, Nintendo ensures that the software meets its standards as established in its guidelines and that the game meets a certain level of quality. This only makes sense as Nintendo has invested heavily in launching the Super NES and does not want their reputation blemished by inferior software.

Nintendo had recently made amendments to its guidelines such that the issues it had with the original Mortal Kombat would not be imposed on Mortal Kombat II. That

is, blood and fatalities would be allowed in this case in order to be faithful to the arcade game.

The approval then concentrated on bugs that might have not been caught by testers at Acclaim and Sculptured Software. Credit is due to the development and testing effort as Nintendo did not find any bugs in the game that would prohibit manufacturing.

Nintendo further evaluated the game and as is customary, scored the game on a scale of 1 (low) to 5 (high) in eight categories for a possible high score of 40. The categories include play control, graphics, sound and music, and the theme of the game. While such scores are not public knowledge (not to be confused with the scores compiled by the editorial staff for



Jax pulling Raydon out of an angry mob of last-minute shoppers on Christmas Eve.

publication in *Nintendo Power*), it is most valuable to the publisher and the developer as it provides a clear picture of what the Nintendo testers (most of whom have seen many a game) think about the game as it compares to others.

Needless to say, *Mortal Kombat II* was well received by the testers. Most noticeably, they would comment that the game was accurate both visually and in its playability to the arcade game. And so, soon after its submission and knowing that the Christmas season was imminent, Nintendo approved *Mortal Kombat II* for manufacturing.

Acclaim is one of the few publishers that is financially capable of manufacturing games themselves as opposed to ordering manufacturing through Nintendo. This is a significant advantage as Acclaim does not pay Nintendo to manufacture their cartridges and can save valuable time since they are only manufacturing for themselves and not several other third party companies as would be the case in manufacturing via Nintendo. The advantages become even more significant given the magnitude of the two million cartridges Acclaim plans to manufacture.

Meanwhile, as the scheduled release date drew closer, Acclaim was finishing up months of work on its media materials for its impending global marketing bonanza.

Acclaim spent an estimated \$10 million to promote the product via expensive national TV commercials and movie previews leading up to the launch and throughout the Christmas shopping



season.

Big bucks were also set aside for print ads which appeared in magazines, newspapers and comic books and for retail store and theater displays. Marketing is responsible for producing the art and screen shots to appear on the box and for the manual to be included in the game.

Marketing is Acclaim's strength. Not only are they financially capable of intense and creative campaigns, but they are masters of reaching (and sometimes grabbing) potential consumers and building player anticipation for a game. Witness their recent TV commercial (see article pp. 46).

Manufacturing runs smoothly and the first batch of games is off to the presses, boxed and ready for delivery first back to the States via air and then to local retail stores. The retail stores will usually receive a game within days or sometimes weeks of the scheduled release date but are not allowed to make it available for purchase before the official release date.

This is also one of Acclaim's strong suits, because they have an independent distribution agent, ADI, who can deliver the games on the date of the scheduled release. This allows Acclaim to work with retailers to prepare for the big day with in-store displays and by taking pre-orders for the game.

And then, as happens every year, a big day like September 9th arrives, except that this September 9th may as well have been Christmas itself, if not for the kids, then for those that worked so hard to make it all happen. A time to rejoice, to rest on a laurel or two, to reflect on a challenging year ... and then, too shortly thereafter, to look forward to another season of the same, to make another hit game.

# FERGALITY!

The Sega Genesis home version of Mortal Kombat II introduces players to a new character never seen before, except perhaps wandering the offices of Sega. Forget about the dreaded Fatalities and demeaning Babalities; prepare yourself to experience the fearsome FERGALITY! To find the elusive Fergality, simply follow these instructions:

Enter the Options Menu and place the cursor on 'DONE!' Then move left, down, left, right, down, right, left, left, right, right, and the Test Modes entry will appear. In the Test Modes menu, change the 'Backgrounds' choice to 6. Then turn on the option, 'Oooh Nasty.'

When you begin the game, choose Rayden as your character, because he's the only one who can execute the 'Fergality.' As you prepare to finish your opponent in the Armory, move away, away, away, then block, and you'll see the familiar gourd of Fergus McGovern upon the diminutive body of Kid Thunder.

Familiar gourd you ask?

Why yes, Fergus McGovern is the Managing Director of Probe Software, who developed both Mortal Kombat and MKII for the Genesis home system. He's also known by the floating head that jockeys across the Pit stage of Probe's Mortal Kombat version.





# KOMM

**W**hen a video game is projected to sell millions of copies and bring in some serious cash, it usually allows for its company to have a big enough advertising budget to get a little creative.

By the looks of the slick commercial that the folks at Acclaim Entertainment Inc. have been showing around for the home version of Mortal Kombat II, it appears as if enough greenbacks were set aside to get a lot creative if not enough to shoot a major motion picture.

In fact, the marketing strategy for MKII was very similar to campaigns hyping the release of a blockbuster film. Leading up to Mortal Friday, when the game was released to the public, the spooky ads had been showing with previews on 1600 Odeon Cineplex screens across the nation, along with movie-style poster ads and stands being displayed in theatre lobbies.

The commercial itself never fails to capture the attention of anyone within earshot as Scorpion is unearthed from beneath blowing sand and the haunting drum beat of The Cult's Les Warner echoes through the Outworld.

Flashing to the great hall where the tournament takes place, it isn't until screen shots of the game are filtered in before audiences realize they are not watching a film.

When Baraka bears his nasty grin and Kitana unfolds her deadly fans at a vanquished Sub-Zero, viewers are warned that "Nothing Can Prepare You," and as the music builds to a crescendo, Shao Kahn appears announcing the beginning of Mortal Kombat with a scream.

With a Mortal Kombat feature film on the way, many viewers assumed that the

# COMMERCIAL SUCCESS

## ACCLAIM'S MKII AD RAISES EXPECTATIONS AND EYEBROWS

commercial used footage from the motion picture, but it was actually shot in London, England, with its own crew and sets.

The special effects make-up used to transform the actors into Outworld inhabitants came from the talents of Image Animation, the same company who gave Pin-Head his painful look in the *Hellraiser* films.

In addition to movie houses, the ad was shown and can still be seen making the rounds on Aladdin's Castle arcade's exclusive Channel M as well as on cable and broadcast television.

The no-holds-barred strategy seems to have succeeded in building anticipation as the home version broke Acclaim's own video game sales record from the release of NBA Jam by generating more than \$50 million in retail sales during its first week of release.

In addition, the motion picture-style marketing strategy generated a higher gross during its first week than *The Mask*, *True Lies*, *Forrest Gump* and *The Lion King*.

To satisfy consumers' demand on Mortal Kombat, 65 trucks, 11 jumbo jets and hundreds of security personnel transported over 2.5 million copies of Mortal Kombat II to retail outlets.





# PUZZLE KOMBAT

## RAYDEN'S TOURNAMENT RACE

Take on your friends in a whole new way with this MK game! All you'll need are some playing pieces (coins work well) and a six-sided die. Beginning at the space marked START, players take turns rolling the die and moving forward as many spaces as rolled. Some of the spaces are marked with special instructions to follow. If you land on the same space as another player, get ready to rumble! Each player on the space rolls the die. Whoever rolls highest moves forward an extra three spaces. Once you've fought your way through the course, the first player to reach FINISH wins!



**Clue #1:**  
You'll never have a smile as nice as this Outworld maniac.



**Clue #2:**  
You've seen his hands on the side of the Mortal Kombat II arcade game.



**Clue #3:**  
The only member of the MKII cast who's feet are literally made of clay.

Kano's always fond of altering perceptions, and his latest puzzle is the toughest one yet. Putting down the paintbrush and picking up the camera, Kano stalked the Midway offices in Chicago where Mortal Kombat II was created.

As usual, the dastardly villain simply refuses to show anyone the pictures he took without distorting them so much that only the most die-hard gamers would be able to decipher the photos he snapped.

See if you can make out the extreme close-ups at the left that Kano submitted this month with the clues provided!

Answers and the full pictures appear below.

## KANO'S KOMBAT KORNFR



CHARLES PESENTI, 28; RAYDEN, 3; ONE OF THE HANDS OF THE KIRIN; LATE CLAY SCULPTURE.  
ANSWERS: KANO'S KORNFR, 1; FACE OF THE BARAKA COSTUME, 2; THE HIGHLY ARMED



**START**

NOOB  
SAIBOT  
ATTACKS!  
RETURN  
TO START!

FLAWLESS  
VICTORY!  
TAKE AN  
EXTRA  
TURN!



GET OVER  
HERE!  
SCORPION  
YANKS YOU  
BACK  
THREE!

BEAT  
SMOKE!  
TAKE AN  
EXTRA  
TURN!



BARAKA  
CHALLENGES  
YOU! GO TO  
THE NEXT  
"FIGHT!"

RAYDEN  
SWEEPS  
YOU FROM  
DANGER!  
ADVANCE  
TWO!

LOSE ONE  
TURN  
WATCHING  
NEW JOHNNY  
CAGE FILM



BABALITY!  
LOSE ONE  
TURN!

BEAT  
JADE!  
TAKE AN  
EXTRA  
TURN!



PORTAL  
OPENS!  
TAKE AN  
EXTRA  
TURN!

SUB-ZERO  
ATTACKS!  
LOSE ONE  
TURN!



MILEENA  
CATCHES  
YOU IN HER  
FAN RAISE!  
LOSE ONE  
TURN!

FIND THE  
TAO TE  
ZHAN!  
ADVANCE  
TWO!



GORO  
ATTACKS!  
LOSE ONE  
TURN!

YOU'RE IN  
THE ZONE!  
ADVANCE  
ONE!

KINTARO  
STOMPS  
YOU BACK  
THREE!



**Victory**

# KOMBAT CHAT!



Craig Sorensen,  
Tippecanoe, IN

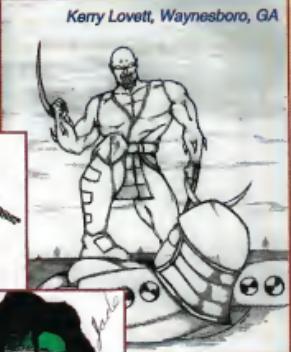
Intrepid Mortal Kombat fans have been writing in to us brimming with MK questions. We in turn asked the creators, Ed Boon and John Tobias, the most popular ones. Artistic Kombat fans have also been sending us drawings of their favorite characters. We didn't have room for all of them, but some of our favorites are shown here. Thanks for writing!

Why weren't all the characters in the Game Boy version of MKII?

Ed Boon: "The decision was made by Acclaim. I think the reason why they didn't was [that] it's a four megabit cartridge and they didn't want to put anymore ROM in there because it would've cost too much."



Nick Young,  
Marietta, GA



Kerry Lovett, Waynesboro, GA



Stacy Jensen,  
Fargo, ND

Is Sub-Zero the leader of the Lin Kuei?

Ed Boon: "No, he's just a member."



M. Brian Ogden, Berkley, MI

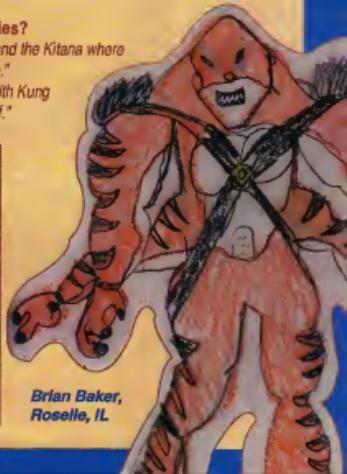


Joseph Maled,  
Detroit, MI

What are your favorite fatalities?

Ed Boon: "The Liu Kang Dragon and the Kitana where she kisses them and they blow up."

John Tobias: "Probably the one with Kung Lao where he spills the guy in half."



Brian Baker,  
Roselle, IL

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# NEED I SAY MORE?



MIDWAY

# MORTAL KOMBAT

Hand Held Game

**TIGER** ELECTRONICS

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